

DYNACOMP

ESCAPE FROM VOLANTIUM

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1427 Monroe Ave.
Rochester, NY 14618

INTRODUCTION

You are trapped on an alien world from which you must escape by destroying your guard and maneuvering your ship through a maze. When the sentry is destroyed, a door which leads to freedom opens for a short time, after which another sentry appears to close the door and block your escape. You may re-open the door by destroying the new sentry, but since time is of the essence, you will pay dearly if you have to fight multiple sentries. You will require skill and nerve as you learn to avoid the obstacles to your escape that Volantium has prepared for you. To escape this alien world, you must navigate through ten mazes in succession. Nine levels of play are available, each with increasing complexity of mazes. Your score is displayed as the number of seconds required to make your escape. GOOD LUCK!

SETTING UP

1. Plug a joystick into port 1.
2. Plug BASIC into the left cartridge slot.
3. For disk users: turn on disk drive and insert the game disk, then turn on the console. The program will LOAD and RUN automatically.

For cassette users: turn on the console. Insert rewind tape into the player, then type CLOAD and press RETURN. When the buzzer sounds, press PLAY on the recorder, then RETURN again. When the READY prompt reappears, type RUN followed by pressing RETURN.

4. Enter the level of play by typing a number from 1 to 9 followed by pressing RETURN.

GAME PLAY

Your goal is to escape in the shortest possible time. When you are ready to begin a round, press the red trigger button on the joystick and the door to your hiding place opens. At the bottom of the screen your instrument panel will be displayed. Your instruments tell you your current speed and heading, along with the total elapsed time you have been trying to escape. Moving the joystick will change your speed and direction, but with some time lag in response. Careful timing and attention to your current heading is needed to avoid obstacles and the time penalties from striking the obstacles. The alien sentry may be destroyed by aiming your ship at him and pressing the red trigger button when in range. The door to freedom then opens for an amount of time that is displayed on your control panel. If you fail to escape, another sentry closes the door and stands watch.

* Written by Ed Schneider

Note that the instrument panel displays horizontal and vertical speeds independently. The maximum value is 200 for any single direction. Directions are displayed as positive or negative numbers, depending upon the direction of movement. It will probably take you some time to learn to maneuver your ship well, but do not despair. With a little practice and luck, you will lower your times.

We are interested in any comments or suggestions regarding this software or documentation. GOOD LUCK!